

AREA "H"

~~SECRET~~ (MUSHROOM INN)

BASEMENT AREAS

EAST END

- * BATHROOM
- * FURNACE/VENTILATION ROOM
- * "CONTROL ROOM" w/ VAULT DOOR

WEST END

LIQUOR SUPPLY ROOM (SEE ALSO LIQUOR STORE

- * LARGE ROOM w/ HEAVY VAULT DOOR

ROOM I & II (LCTD FURTHER EAST FROM LIQUOR SUPPLY ROOM)

- * TWO ROOMS, 14'x16' AND 12'x14'

- * BROWN RUG

- * DESK WHICH BLOCKED THE DOOR TO AN ADJ ROOM (previously the MAIL room)

- * FUSE BOX

- * DOOR TO HALLWAY IS STANDARD WOODEN DOOR

- * NO WINDOWS

ROOM III

- * SMALL OFFICE (10'x14')

- * CARPET AND TWO MATTRESSES

~~SECRET~~

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* COUPLE OF TABLES TO EAT OFF OF

* NO WINDOWS

* ONE DOOR WHICH OPENS INTO A CORRIDOR WHICH LED TO SEVERAL OTHER SMALL ROOMS AND A TOILET

LIQUOR STORE

* ENTERED BLDG THRU OPEN METAL DOOR W/ CYPHER LOCK, WALKED DOWN SOME STEPS, TURNED RIGHT AND IMMEDIATELY TO THE LEFT WAS A BIG WALK-IN TYPE VAULT, PREVIOUS LIQUOR STORE

* ON THE LEFT, JUST BEFORE GOING THRU DOUBLE DOORS

* LARGE OPEN ROOM

* SHELVES USED AS DIVIDERS TO MAKE LITTLE CUBICLES

BATHROOM I

* EXIT LIQUOR STORE, TURN LEFT, GO DOWN THE HALL THRU DOUBLE DOORS

* 2 SHOWERS, 2 SINKS AND 3 COMMODOES

BATHROOM II

* LCTD AT OPPOSITE END OF THE HALL, ON OPPOSITE SIDE

* 2 SINKS, 3 URINALS, 3 COMMODOES, 2 SHOWERS AND A GREY METAL WALL LOCKER

ROOM IV

* A MATTRESS AND BLANKET FOR EACH HOSTAGE

* LRG TABLE WHERE CAPTORS SAT WHILE OBSERVING HOSTAGES